
Subject: Re: Hex constants interpreted differently in IDL/v5.2

Posted by [davidf](#) on Mon, 24 May 1999 07:00:00 GMT

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William Thompson (thompson@orpheus.nascom.nasa.gov) writes:

```
> Apparently, IDL/v5.2 interprets some hexadecimal constants differently than
> previous versions. For example, the statement
>
> IDL> help,'aa7f'x
>
> under IDL/v5.1 produces the result
>
> <Expression>  LONG    =    43647
>
> while under IDL/v5.2, the following is returned
>
> <Expression>  INT     =  -21889
```

Yep. I think I reported this already. (Or meant to, if I didn't.)

I first noticed it with this kind of syntax:

```
Plot, data, Color='00ffff'x
```

This used to draw a yellow plot, but started drawing white plots in IDL 5.2. Of course, the previous behavior was decidedly a bug (that I had gotten used to, darn it), but if you want a 24-bit number, you really do need to make it a long:

```
Plot, data, color='00ffff'xL
```

I presume the bug was found and fixed when the programmers were implementing the unsigned integer data type. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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> David
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Why should this be a bug? With '00ffff'x you are specifying 3 bytes, hence you need at least a long variable. I would think it's OK if this is interpreted as such. For the cases that William mentions, it is arguable whether the correct behaviour should be to produce an unsigned int instead of a 'normal' int. At least in my experience, hex numbers are usually meant to be positive. And you could still force it as `fix('f000'x)`.

Regards,
Martin

— —

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